

WEST

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USPT	store front	347	<u>L29</u>
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	((705/26)!.CCLS.) and (shopping		

USPT	or shop or purchas\$ or store\$1).ab.	267	<u>L23</u>
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USPT,PGPB,JPAB,EPAB	ship\$ same bill\$	831	<u>L9</u>
USPT,PGPB,JPAB,EPAB	shopping adj1 (cart or mall or basket) same network	80	<u>L8</u>
USPT,PGPB,JPAB,EPAB	shopping adj1 (cart or mall or basket) same network	80	<u>L7</u>
USPT,PGPB,JPAB,EPAB	shopping adj1 (cart or mall or basket) same network same shipping same billing	0	<u>L6</u>
USPT,PGPB,JPAB,EPAB	catalog same (goods or merchandise) same (groups or grouped or organized or arranged or classified)	19	<u>L5</u>
USPT,PGPB,JPAB,EPAB	shopping baskets same internet	2	<u>L4</u>
USPT,PGPB,JPAB,EPAB,DWPI	shopping adj1 (basket\$1) and ((705/\$)!.ICLS.)	24	<u>L3</u>
USPT,PGPB,JPAB,EPAB,DWPI	shopping adj1 ("baskets" or "carts") and 705/\$.icls.	78	<u>L2</u>
USPT,PGPB,JPAB,EPAB,DWPI	shopping adj1 (baskets or carts) and 705/\$.icls.	78	<u>L1</u>

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USPT,PGPB,JPAB,EPAB	(context or catagor??? or department or type) adj4 (product or goods or merchandise)	45585	<u>L1</u>
USPT,PGPB,JPAB,EPAB	(electronic or on-line or online) near5 (commerce or shopping) and l1	242	<u>L2</u>
USPT,PGPB,JPAB,EPAB	(preferences or profile or demographic or history) and l2	171	<u>L3</u>

considered KWIC text

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L10: Entry 3 of 4

File: USPT

Feb 29, 2000

DOCUMENT-IDENTIFIER: US 6032130 A

TITLE: Multimedia product catalog and electronic purchasing system

DEPR:

When a client gets to the purchasing kiosk 10, the client may browse multimedia product catalogs containing motion and still images of the products to be sold as well as sounds and written information. While browsing catalogs, the client may "fill a shopping cart", i.e. prepare an editable list of items to be purchased. The client may then confirm the transaction and finally may make an electronic payment for paying the purchase: the client may insert a credit card or a debit card to be charged into the electronic payment card reader 28. In a preferred embodiment of the present invention which may apply to both its versions, the virtual shopping cart would appear on the screen in the usual physical form of a shopping cart like an icon, or bigger. The customers may be allowed to pick items from the product catalogs and drop them into the shopping cart for later purchase. As the customer finishes browsing the catalog, he will be asked for product confirmation before the final transaction is made. In the case that the credit or debit card limit is exceeded, or generally, the customer's ability to afford an expenditure at that moment is exceeded by the present transaction amount, the customer may leave selected items in his personal shopping cart, keep them there for future transaction (e.g. the next month) and buy only a limited quantity of products that fit his present budget. The products that are to be purchased are moved from the purchasing cart into a confirmation list while items that are not to be purchased during the current browsing session may be kept in the same personal purchasing cart for any desired period. Each time the customer starts the purchasing application for another browsing session, these items are found in the personal shopping cart. This feature of the invention has great commercial potential because it encourages customers to buy items as soon as finds are available. In the public kiosk, the client does not maintain a personal shopping cart in accordance with the preferred embodiment (although such a variant embodiment is possible). The electronic financial transaction is made over the network 34, which may be the telephone network, using an encrypted format for security purposes, and when the transaction is accepted, an electronic order is sent electronically through the network 34, from the purchasing kiosk to the transaction server. In order to obtain the purchased merchandise, multiple choices are offered to the

client: for example, the client could ask for home delivery and in that case he would enter his address by the time of the order or he could ask for stock availability in specific stores and then go to pick up his purchase.

DEPU:

2. Accept a data package giving SKU (or similar), quantity, shipping address and billing information and transmit time-variable information to the client's terminals such as the price and availability;

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L5: Entry 8 of 19

File: USPT

Nov 21, 1995

DOCUMENT-IDENTIFIER: US 5469206 A

TITLE: System and method for automatically correlating user preferences with electronic shopping information

DEPR:

The ECI consists of a database which can contain information about products offered for sale to the viewer, arranged, for example a text summary field comprising textual descriptions of respective products and service in paragraph form. Categories of information could include, for example, vendor, price, classification (i.e. sporting goods, fashion, consumer electronics, automobile, food, and tickets for concerts, plays, movies, sporting events etc.), catalog updates, (i.e. new products or special sales), television scheduling information for upcoming television shopping programs or infomercials, brochures available to viewers on request (i.e. print catalogs, consumer reports and other sources of product information). Other data fields could comprise still or full motion video illustrations of the described products.

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Generate Collection

L5: Entry 1 of 19

File: USPT

Jan 30, 2001

DOCUMENT-IDENTIFIER: US 6182052 B1

TITLE: Communications network interface for user friendly
interactive access to online services

DEPR:

The present interface allows terminal users to enjoy the convenience and control of shopping with participating suppliers at home, 24 hours a day, 7 days a week. Users of the system are provided with catalog shopping services. The "catalog" is a data base organized by product categories and types, enabling users to shop for items by department, as they would if they were in a major department store. The data base is updated frequently to incorporate the most popular items for terminal users. Examples of the type of merchandise available through the catalog shopping service are electronics, appliances, toys, luggage, home furnishings, jewelry, and the like.

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Generate Collection

L10: Entry 1 of 4

File: USPT

Oct 17, 2000

DOCUMENT-IDENTIFIER: US 6134592 A

TITLE: Persistant client state in a hypertext transfer protocol based client-server system

DEPR:

To illustrate one possible use of the state information system of the present invention, an implementation of an on-line shopping system will be described. The on-line shopping system allows customers to shop in one or more stores that are implemented as Web servers on the Internet. A customer can browse information on the Web servers that describe products available from the stores. When a desired product is found, the user can place the product into a "virtual shopping basket." The virtual shopping basket is implemented as a set of cookies that are sent to the client computer system and stored on the client computer system. At check-out time, the customer pays for the selected products using some type of payment system, such as a credit card. After payment is received, the on-line shopping system notifies the stores to ship the selected products to the customer. FIG. 5 is a flow chart showing the operation of the merchant system during an on-line shopping "trip" by a customer. The customer can run a browser on a client computer system, such as computer system 140 shown in FIG. 6 or client system 120 shown in FIG. 1B. The computer system 140 of FIG. 6 includes a display device 142 (such as a monitor), a display screen 144, a cabinet 146 (which encloses components typically found in a computer, such as CPU, RAM, ROM, video card, hard drive, sound card, serial ports, etc.), a keyboard 148, a mouse 150, and a modem 152. Mouse 150 have one or more buttons, such as buttons 154. The computer needs to have some type of communication device such as that Modem 152 allows computer system 140 to be connected to the Internet. Other possible communication devices include ethernet network cards.

DEPR:

When the customer desires to buy the products, the customer accesses a link that identifies a "check-out" Web page. The check-out Web page causes the browser to send all the product description cookies (230). Thus, the check-out Web page empties out the virtual shopping basket. The merchant server generates a total bill for all the products in the virtual shopping basket. The server may then request billing information (e.g., credit card number) and shipping (e.g., address) information from the customer using a form. In a preferred embodiment the transaction of credit card information is transmitted using a secure medium. The transaction server then performs a real-time

secure medium. The transaction server then performs a real-time credit card authorization. Once the transaction is authorized, transaction server sends messages to individual merchants to fulfill the order (step 240).

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Generate Collection

L10: Entry 2 of 4

File: USPT

Aug 22, 2000

DOCUMENT-IDENTIFIER: US 6108640 A

TITLE: System for calculating occasion dates and converting between different calendar systems, and intelligent agent for using same

DEPR:

The term "interconnected device" refers to devices which perform the same functions as the aforementioned stand-alone device, but distribute the physical and electronic components among two or more locations and connect those components so that electronically encoded data can pass between and among them. The connection may be via wire, conduit or other substance through which electrical signals can pass, via fiber-optic cables or other material through which light waves or other electromagnetic radiation can pass, or via air or vacuum through which radio or other electromagnetic waves can pass. The connection may include any combination of the above media. An example of an interconnected device is a device similar to the standalone device but with an essential component located nearby. The essential component might be a credit card verifier, a printer, a second keyboard for debugging, or the like. Similarly, several otherwise stand-alone devices located in one business, store, home or shopping mall might share a single printer, a single modem for transmitting and dispensing electronic items, or a single central processing unit. The term "interconnected device" includes systems in which the central processing unit is not located in one place but rather is distributed, where input is distributed, and where memory and data storage may be separate from the computational components (which themselves may be centrally located or located at various central places or distributed). In other words, parts of the computations may be performed at different locations and parts of data may be stored at different locations. Computation and memory systems may include but need not require redundancies. The term "interconnected device" includes both hardwired components, and networked systems of components. The term includes but is not limited to systems of mainframes connected to dumb or smart terminals, personal computers or workstations, systems of client/servers connected to personal computers and workstations, and mixtures of such systems. The term "interconnected device" includes distributing the components over a network of networks such as the Internet. The term includes on-line computer access, interactive television access, and telephone access, where the input is through components (including but not limited to personal computers,

interactive televisions, telephones, pagers, electronic organizers, electronic rolodexes, personal digital assistants, ATM money machines, fax machines, scanners, and handwriting input devices) owned by various parties and possibly used for purposes other than those described herein. This term applies regardless of which part of the creation, recollection, or dispensing of the product is distributed. As such, the term interconnected device includes software and/or hardware which enables a personal computer, interactive television or telephone or other home or office machine or appliance to become part of an interconnected device for the purposes contained herein or which enable such machines to simulate the workings of a stand-alone device or an interconnected device for the purposes contained herein. The term also includes software regardless of how it is distributed, whether it is hardwired into the machine, hard coded into its operating system, written to hard disk or permanent memory, or into temporary storage (including but not limited to CD-ROM and floppy disk), or temporarily residing in the machine via a Java-type applet downloaded from a server or off a network such as the Internet.

DEPR:

The illustration is most easily understood in terms of an interactive device to which a user has frequent access, such as a desktop personal computer or dumb terminal connected to a network so that users will be repeat customers. The intelligent agent learning modules are useful only for repeat users. In a situation where repeat users are unlikely (perhaps a high volume shopping mall), the learning portion of the apparatus might be omitted.

DEPR:

The term "interconnected device", with respect to the intelligent agent, refers to devices which perform the same functions as the aforementioned stand-alone device, but which distribute the physical and electronic components among two or more locations and connect those components so that electronically encoded data can pass between and among them. The connection may be via wire, conduit or other substance through which electrical signals can pass, fiber-optic cables or other material through which light waves or other electromagnetic radiation can pass, via air or vacuum through which radio or other electromagnetic waves can pass. The connection includes any combination of the above, as well. An example of an interconnected device is a device similar to the stand-alone device, but with an essential component located at a nearby counter with a salesclerk. The essential component might be the credit card verifier, the printer, or a second keyboard for debugging, entering essential information or editing the personalized products. Similarly, several otherwise standalone devices located in one department store or shopping mall might share a single printer, a single modem for transmitting and dispensing electronic items, or a single central processing unit. The term includes systems in which the central processing unit is not located in one place but rather distributed, where input is distributed, and where memory and

data storage may be separate from the computational components (which themselves may be centrally located, located at various central places or distributed). In other words, parts of the computations may be performed at different locations and parts of data may be stored at different locations. Computation and memory systems may include but need not include redundancies. The term interconnected device includes both hardwired components, and networked systems of components. The term includes but is not limited to systems of mainframes connected to dumb or smart terminals, personal computers or workstations, systems of client/servers connected to personal computers and workstations, and mixtures of such systems. The term interconnected device includes distributing the components over a network of networks such as the Internet. The term includes on-line computer access, interactive television access, and telephone access, where the input is through components (including but not limited to personal computers, interactive televisions, telephones, pagers, electronic organizers, electronic rolodexes, personal digital assistants, ATM money machines, fax machines, scanners, and handwriting input devices) owned by various parties and possibly used for other purposes which may not be covered by the intelligent agent. This term applies regardless of which part of the creation, recollection, or dispensing of the product is distributed. As such, the term interconnected device includes software and/or hardware which enables a personal computer, interactive television or telephone or other home or office machine or appliance to become part of an interconnected device for the purposes contained herein or enable such machines to simulate the workings of a stand-alone device or an interconnected device for the purposes contained herein. The term also includes software regardless of how distributed, and whether hardwired into the machine, hard coded into its operating system, written to hard disk or permanent memory, or into temporary storage (including but not limited to CD-ROM and floppy disk), or temporarily residing in the machine via a Java-type applet downloaded from a server or off a network such as the Internet.

DEPR:

The illustration is most easily understood in terms of an interactive device to which a user has frequent access, such as a desktop personal computer, dumb terminal connected to a network, or a kiosk in an office so that users will be repeat customers. The intelligent agent learning modules are useful only for repeat users. In a situation where repeat users are unlikely (perhaps a high volume shopping mall), the learning portion of the intelligent agent might be omitted. The unique ability of the intelligent agent to carry out tasks such as ordering products and services in the future is not impaired. The illustration is based upon the first example mentioned above: "Send flowers to Jim Smith and his wife on their anniversary."

DEPR:

When the gift choice is made, or confirmed, a picture of the gift is displayed, along with its price. Shipping fees and tax,

as well as the total bill, are calculated and displayed (step 652). See also FIG. 20.

WEST**End of Result Set**

Generate Collection

L18: Entry 1 of 1

File: JPAB

Apr 21, 2000

PUB-NO: JP02000113031A
DOCUMENT-IDENTIFIER: JP 2000113031 A
TITLE: VIRTUAL MALL SYSTEM

PUBN-DATE: April 21, 2000

INVENTOR-INFORMATION:

NAME

COUNTRY

NEZU, KIMISUKE

N/A

ASSIGNEE-INFORMATION:

NAME

COUNTRY

TOSHIBA CORP

N/A

APPL-NO: JP10279139

APPL-DATE: September 30, 1998

INT-CL (IPC): G06F 17/60

ABSTRACT:

PROBLEM TO BE SOLVED: To reduce the burden load on the user side by calculating a charge including a delivery charge by using either one of 1st and 2nd delivery tables while referring to a delivery area table and a commodity master at the time of receiving a charge calculation request for a commodity to be purchased.

SOLUTION: When a charge calculation request for a commodity to be purchased is outputted from a client 2 to a WWW server 3 through an interconnection network (Internet) 1, either one of the 1st delivery table 30a for defining the delivery charge of a commodity to be used based on quantity and the 2nd delivery table 30b for defining the delivery charge of the commodity based on an amount is selected by referring to a delivery area table 20 and a commodity master 40 stored in the server 3. A charge including a delivery charge is calculated in the delivery form of each store and in each delivery area by using the selected table. Consequently the quantity of information for specifying a delivery address by a user can be reduced and the burden on the user side can be reduced.

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Generate Collection

L24: Entry 27 of 111

File: USPT

Aug 8, 2000

DOCUMENT-IDENTIFIER: US 6101482 A

TITLE: Universal web shopping cart and method of on-line transaction processing

ABPL:

A method of purchasing products and services on-line using a client connectable to a plurality of servers via a computer network. The method begins by initiating from the client two or more independent transaction sessions, each of the independent transaction sessions established as a connection between the client and one of the plurality of servers is active. During each independent transaction session, transaction information is collected at the client to facilitate a purchase of products and services after the connection between the client and the server is closed and the transaction session is completed. According to the invention, the transaction information is maintained persistent across multiple independent transaction sessions. At a given time, for example, after all Web sites have been visited and the information gathered, the transaction information (as originally collected and/or as filtered, updated or enhanced) is then used to effect a purchase of given products and services.

CCOR:

705/26

WEST

Generate Collection

L24: Entry 49 of 111

File: USPT

Dec 28, 1999

DOCUMENT-IDENTIFIER: US 6009413 A

TITLE: System for real time shopping

ABPL:

A system is disclosed in which a user's personal computer may access a variety of information regarding products and services, through a computer network, in real time. The computer network collects product/service information from various sources, such as gift stores, clothiers, computer dealers, etc. and formats the information in a recognizable manner to enable the information to be viewed by a user at the user's personal computer. The network performs a single search from a single search command from the user.

CCOR:

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WEST

Generate Collection

L24: Entry 64 of 111

File: USPT

Aug 31, 1999

DOCUMENT-IDENTIFIER: US 5946665 A

TITLE: On line shopping system using a communication system

ABPL:

A search server system in an online shopping system uses a communications network to provide shopping information for a customer. When a customer wishes to refer to or buy goods, the name of the goods is used to automatically search for stores and/or malls which handle the goods. The thus obtained stores and/or malls are then indicated as a list so that the customer may easily recognize them. Further, detailed information of each store and/or mall is indicated, whereby the customer may appropriately select a store and/or mall and enter it. An indication unit in the search server system provides visual indication information to a client terminal. The visual indication information is produced from image information of the stores. The visual indication information may also be combined with respective image information of the goods from the stores.

CCOR:

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WEST

Generate Collection

L24: Entry 97 of 111

File: USPT

Apr 28, 1998

DOCUMENT-IDENTIFIER: US 5745681 A

TITLE: Stateless shopping cart for the web

ABPL:

A shopping cart metaphor is emulated on a network of server and client computing systems. A browser at the client station has a request module to send a shopping page request to the server. A shopping page module in the server sends a shopping page file to the browser in response to the shopping page request. The shopping page file contains items selectable by a user using the browser. A shopping module at the browser generates an add request and sends the add request to the server. This add request contains selected items from the items that were selectable in the shopping page file. A receiver at the server receives the add request from the browser, and a cart list module at the server initializes a shopping cart list. An add module at the server adds the selected items to the shopping cart list. A shopping page module at the server converts the cart list to a cart field, generates a new shopping page file, embeds the cart field in the new shopping page file and sends the new shopping page file to the browser. In this way, the shopping cart field is in a shopping page file that may be managed by the browser at the client station.

CCXR:

705/26

WEST**End of Result Set**

Generate Collection

L17: Entry 19 of 19

File: USPT

Oct 20, 1998

DOCUMENT-IDENTIFIER: US 5825881 A

TITLE: Public network merchandising system

DEPR:

Customer computer system 2 initiates communications. Customer system 2 obtains information from the merchant computer system (also referred to as the Merchant's Storefront) 3 over communication path-6. Information generally is sent in the form of HTML pages that are dynamically created by the merchant system. Each time a customer clicks on an item in a store, the information is stored in a logical "shopping cart."

DEPR:

Merchant system 3 has a local (storefront) database 17, which stores each customer's order, all inventory items, and pricing information. Merchant system 3 communicates with local database 17 via communications path 16. This database is tightly integrated into the virtual store's software system and the database may be part of the same computer system as the merchant's storefront. The merchant has a direct communications path 8 to the money processor server system 4 and a direct path 6 to the customer 2, which paths preferably are over the Internet. Communication on these paths is performed outside of the knowledge of master key server 1 so that private passwords may be used to create a 2-level encryption system as noted above.

DEPR:

Merchant manager 12 communicates with the merchant's storefront via master key server 1 over path- 13. Merchant manager 12 typically runs on a personal computer and is password protected. This allows the merchant manager to add inventory items and change pricing information. As shown in FIG. 1, the merchant manager 12 has a secured key for communications through the master key server. A copy of this secured key therefore exists in the secured key database of the master key server.

DEPR:

There are also two logical portions to each merchant's merchandising operation. One is the merchant's storefront (also referred to as the merchant system), and the other is the store manager (also referred to as the merchant manager). The store manager communicates with the actual store by using the master

key server. The store manager has a special software package that has the ability to command the store to upload or download its current inventory database, change pricing information, or add new items to the database. The store manager may also change the look and feel of the store by uploading new graphics, and logos. This software package is written in such a way as to remove the complexity of creating HTML forms, programming SQL database engines, and other complex activities making the store manager able to do what he does best. This store manager software package is also password protected. This prevents dishonest employees from changing price information without the knowledge of the store manager. In the event that the store manager forgets his password, a system is put in place to extract this password. This is performed using the following procedure:

DEPR:

It is relatively easy to establish a "virtual store" using the present invention. The store manager can remotely change prices, add inventory items, and even change the look of his storefront. This is accomplished using a "store manager" program operating in accordance with the present invention. This program is tightly integrated with the merchant's storefront. Security is maintained because only the computer that has the store manager's secured key can change the storefront. The software is also password protected preventing dishonest employees from changing price information. For smaller shop keepers, it is also possible for the store manager to run his entire business from the virtual store's database keeping shipping logs, inventory, and all other aspects of running a business.

CIXR:

705/26